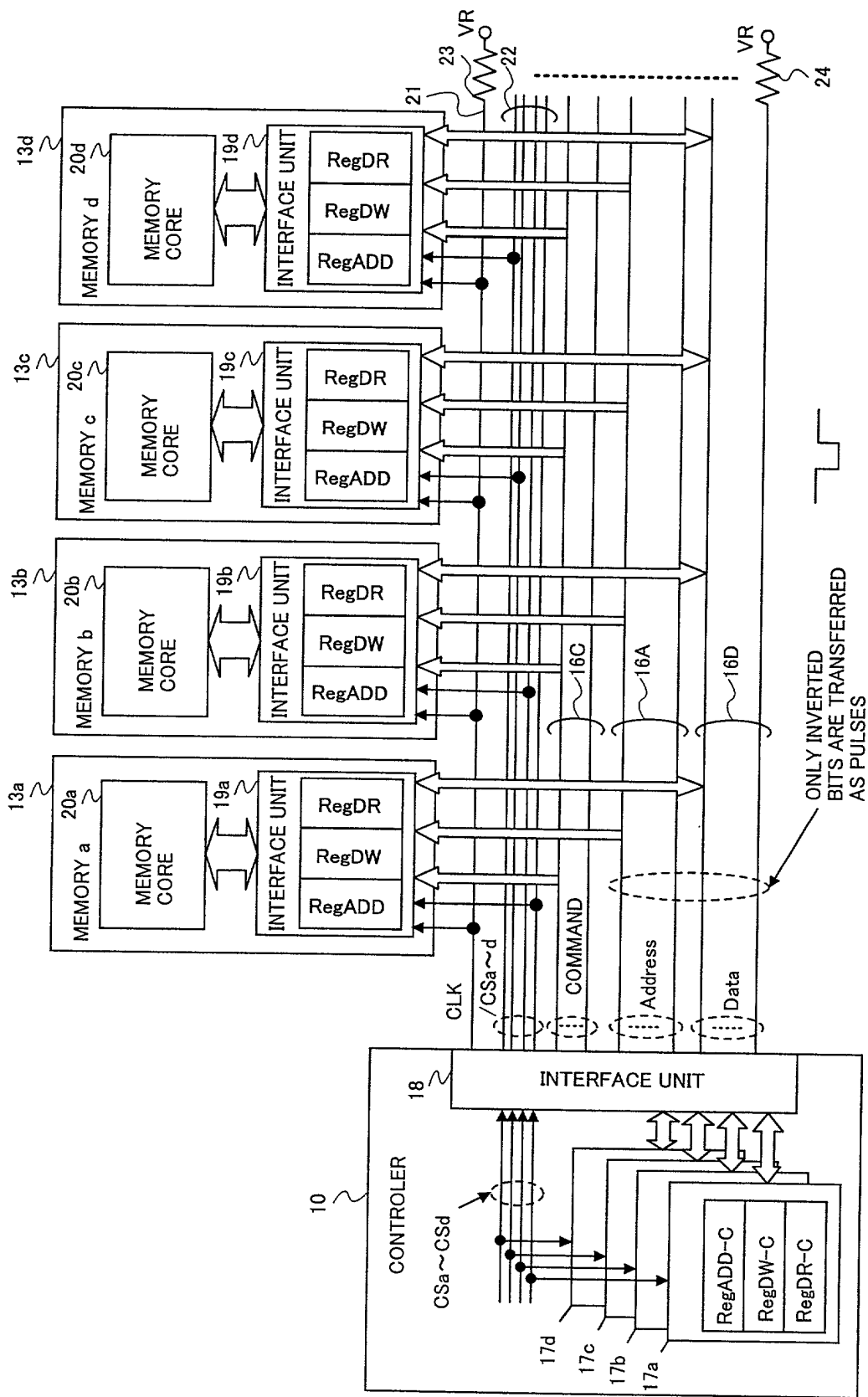
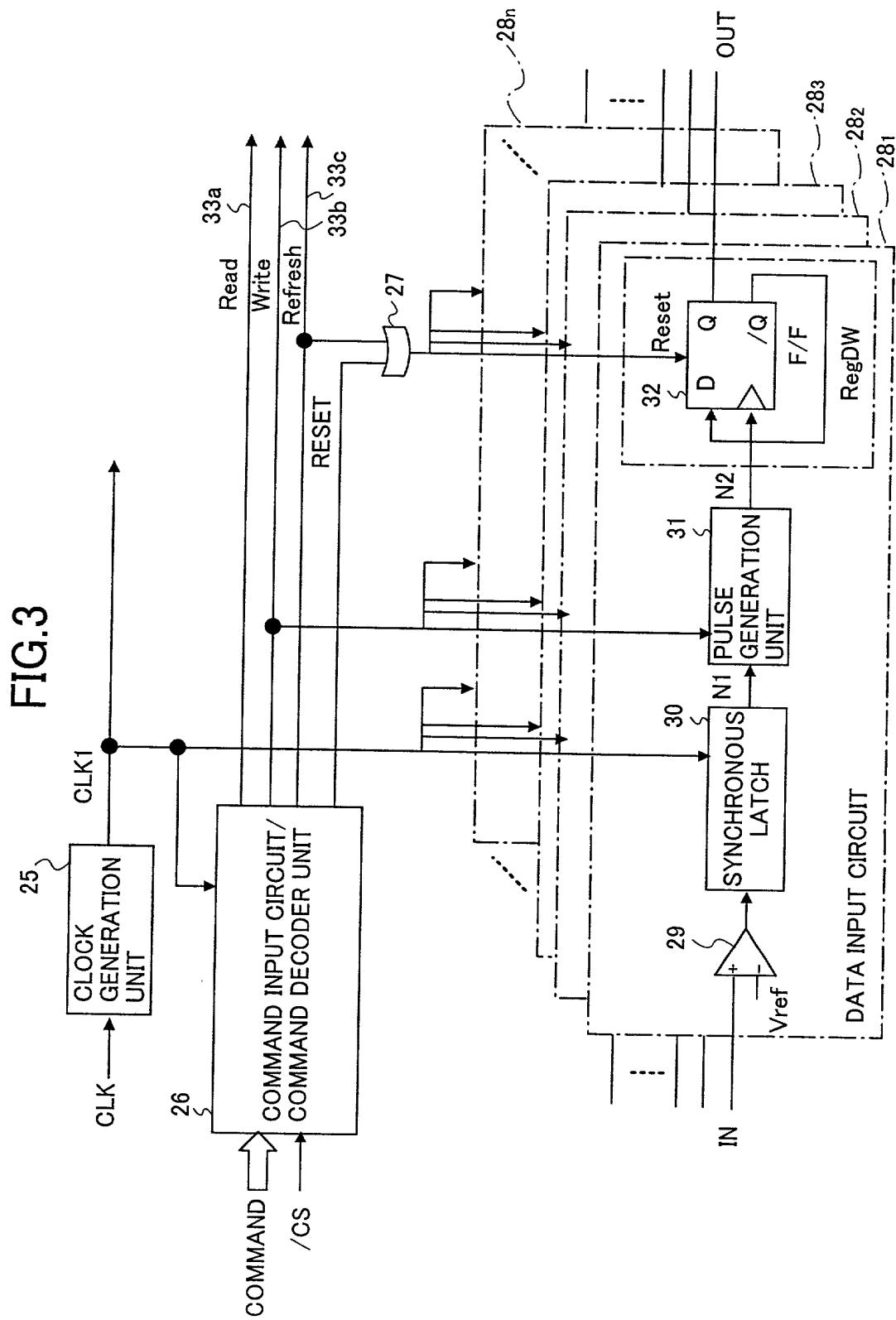




FIG. 2





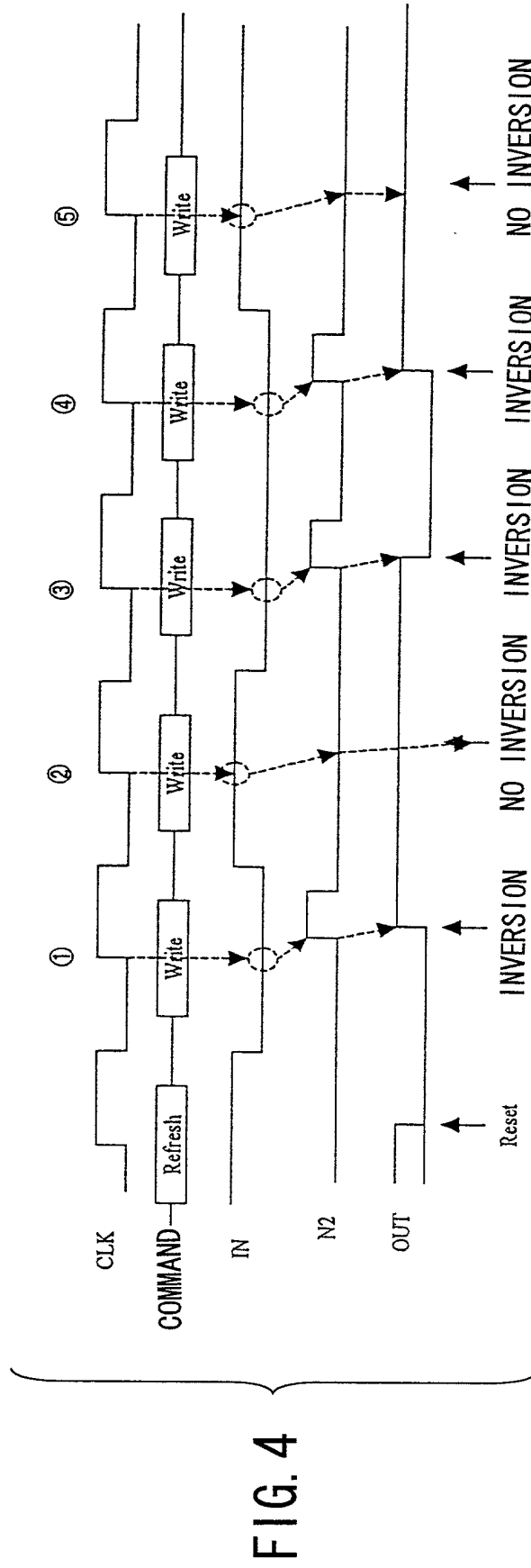


FIG. 5

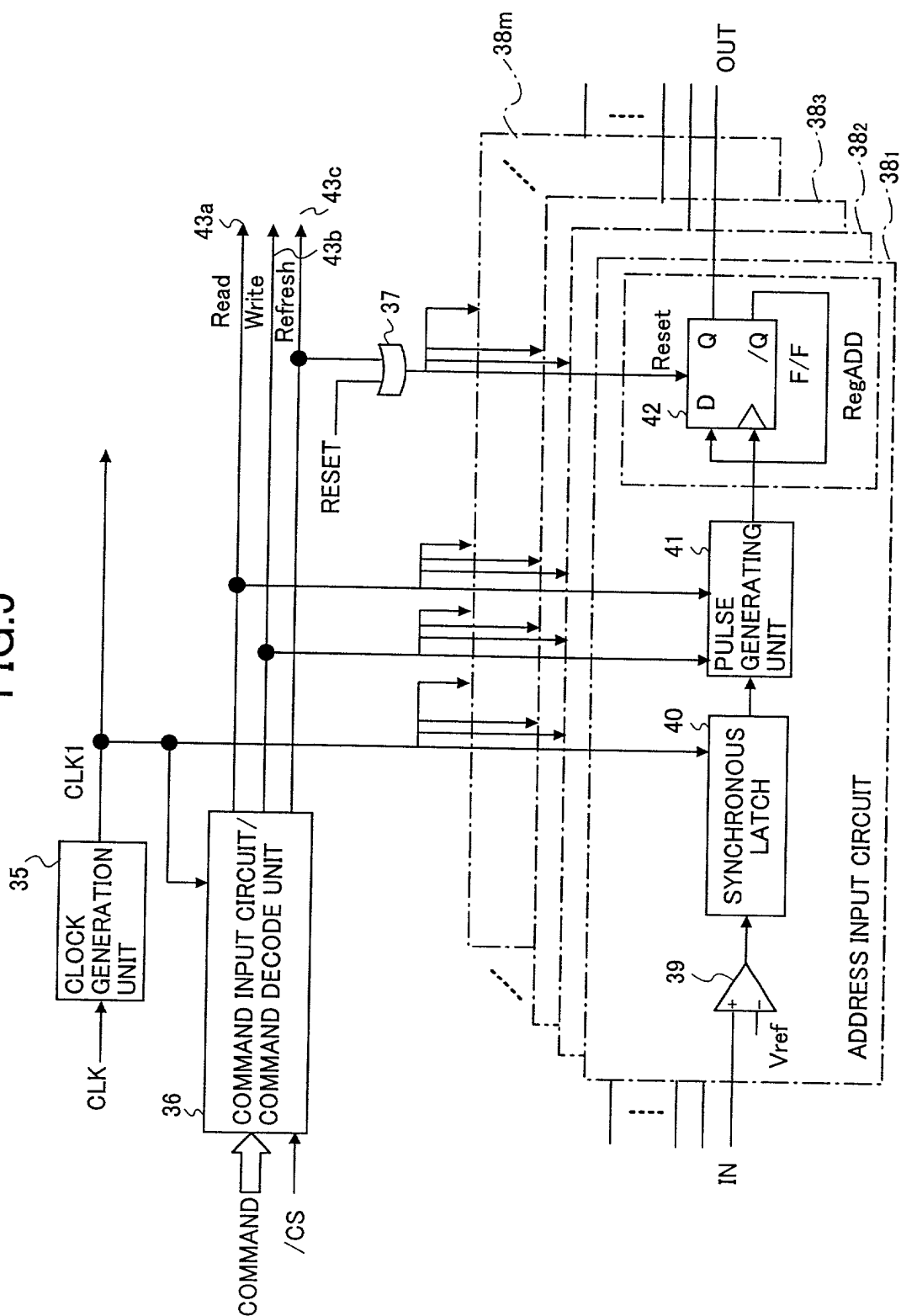


FIG. 6

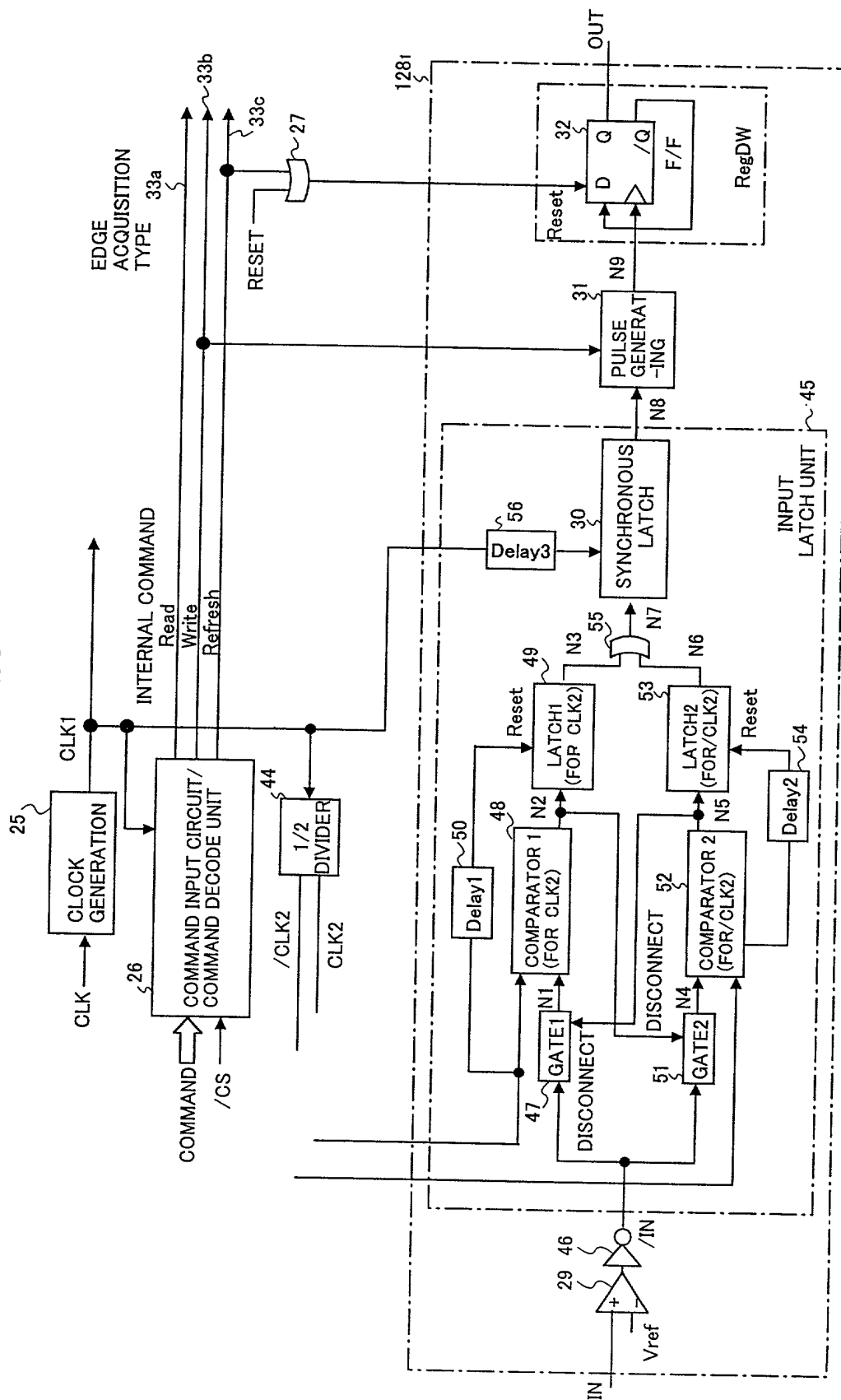


FIG.7

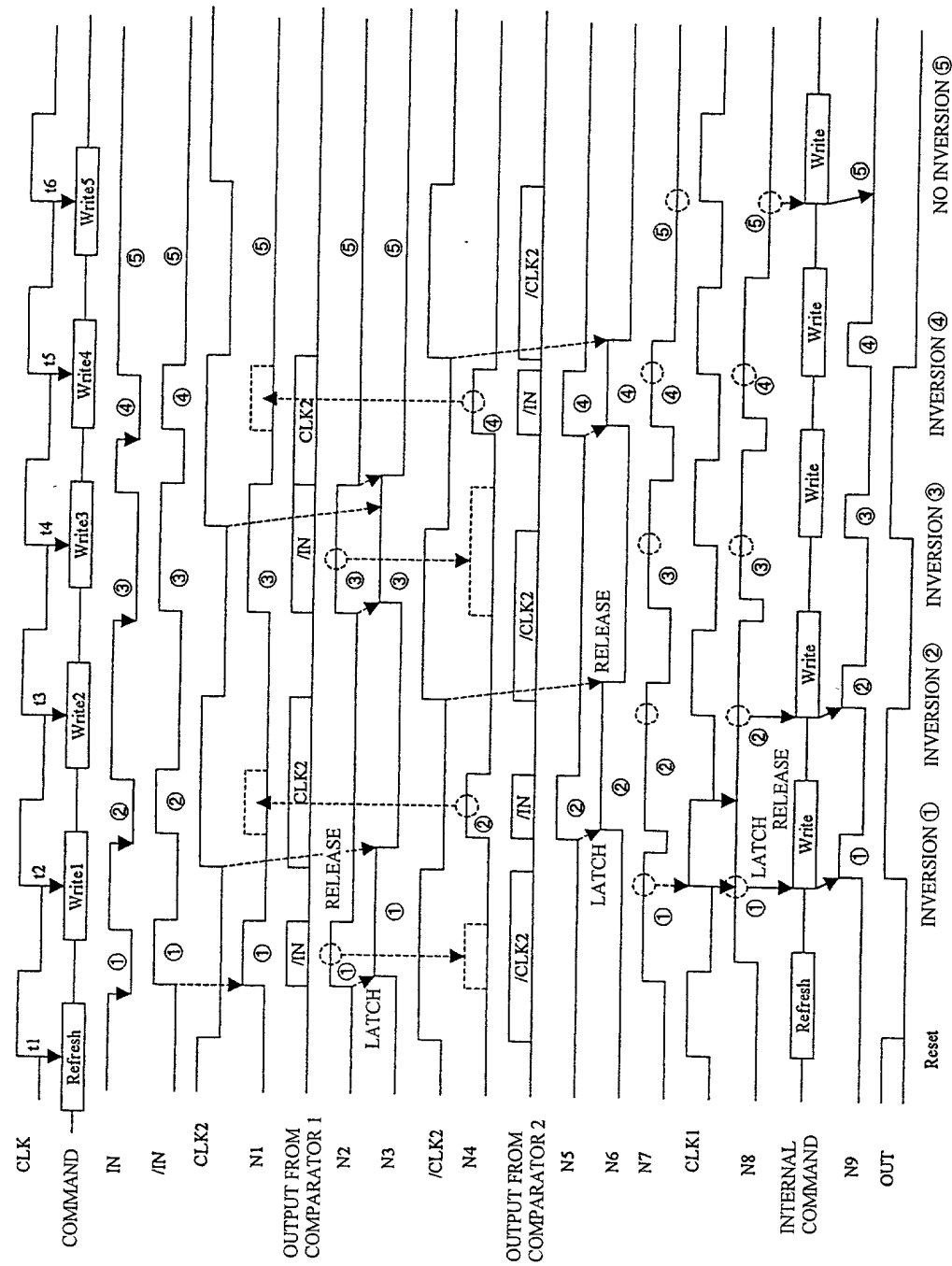
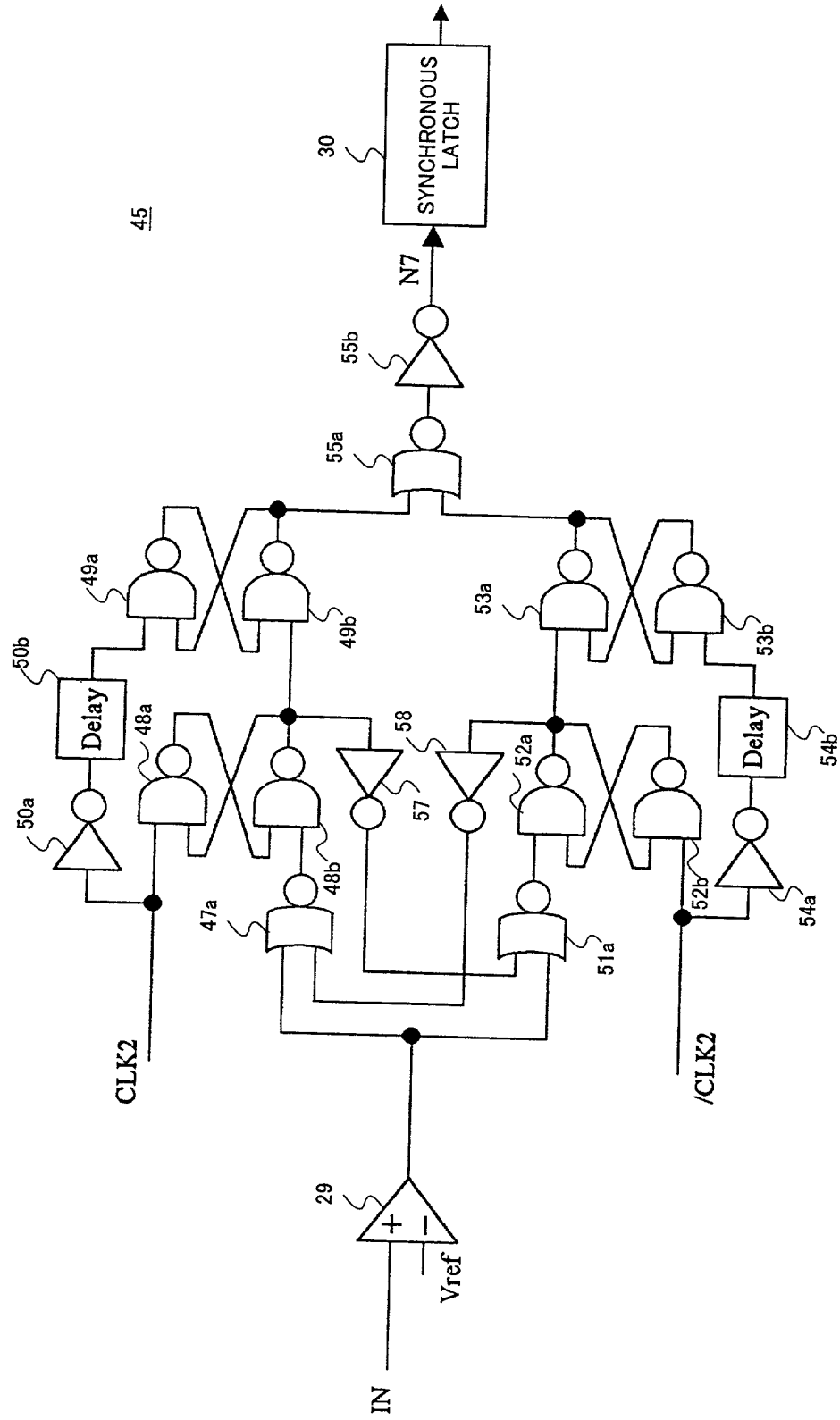
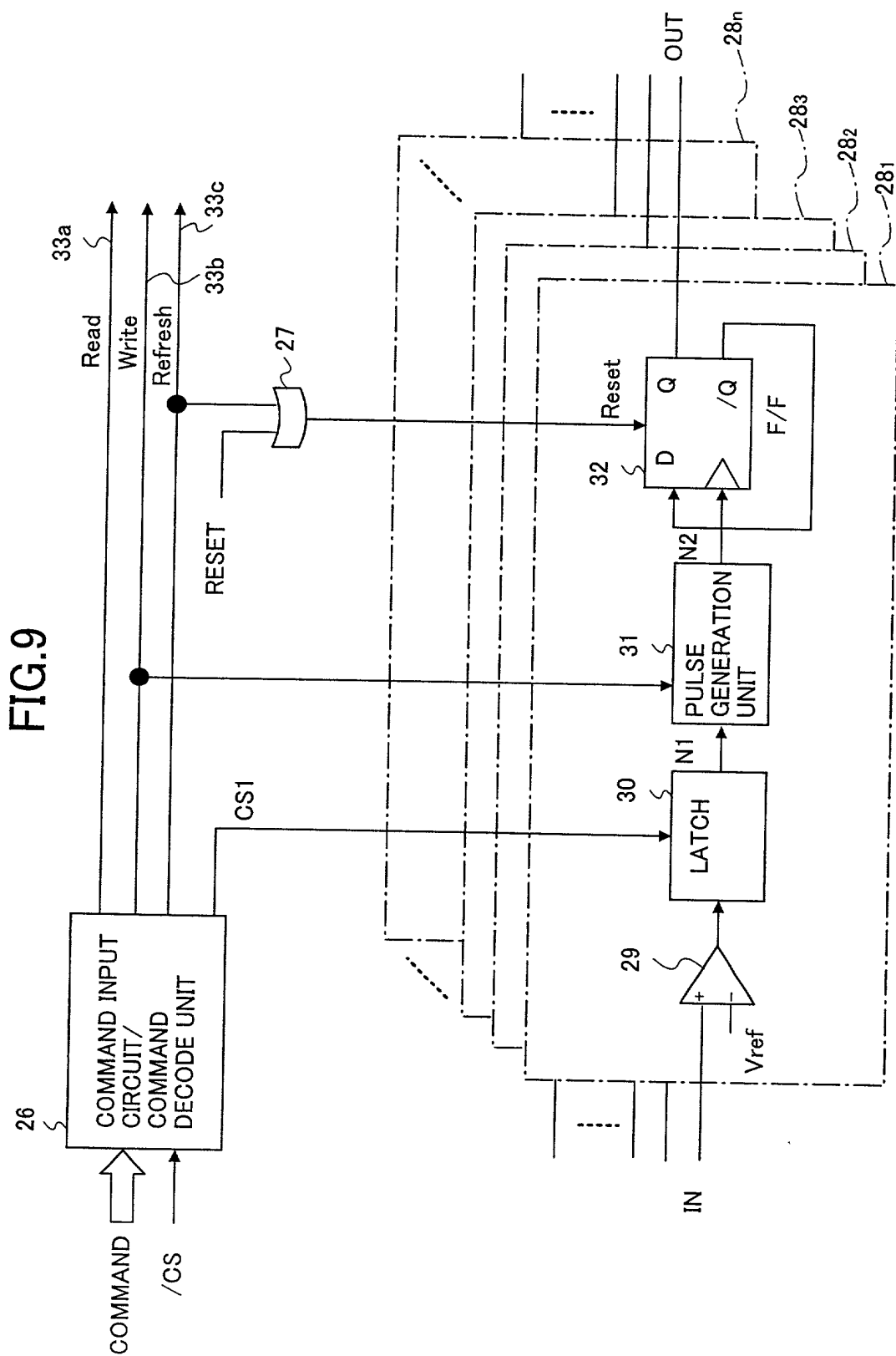


FIG. 8







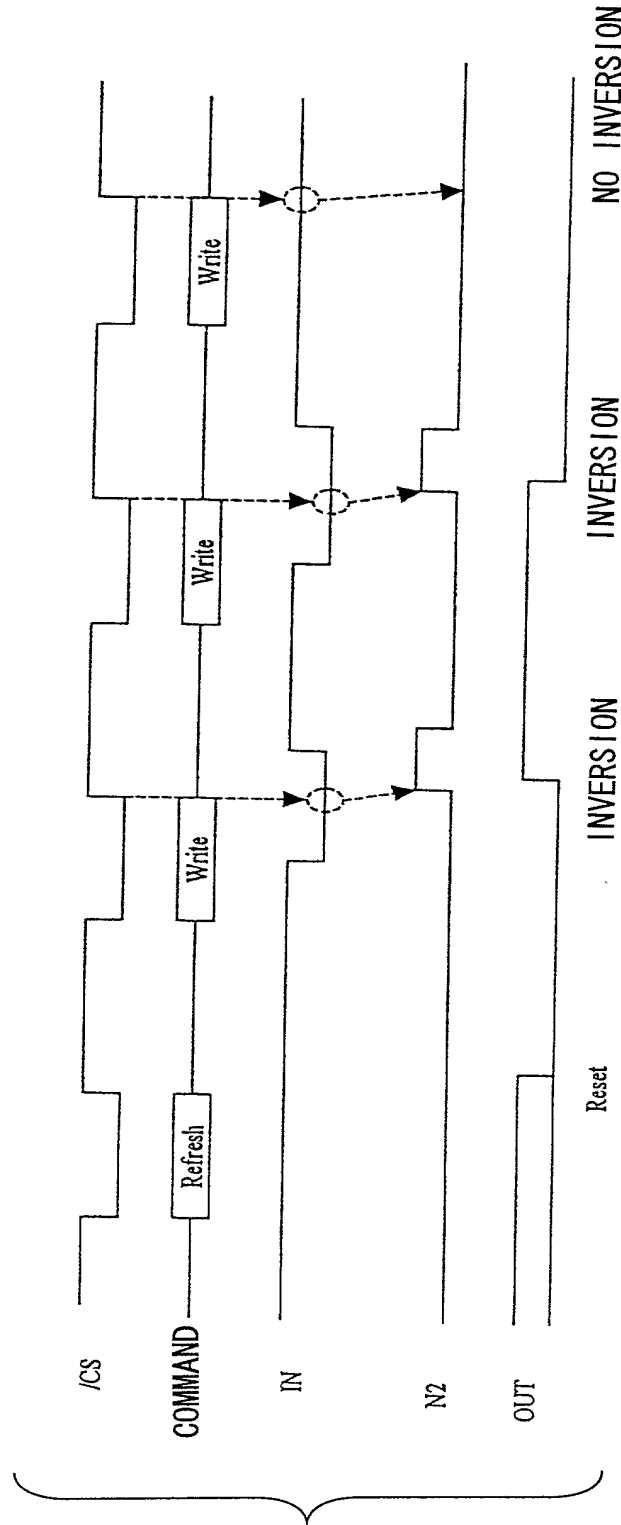
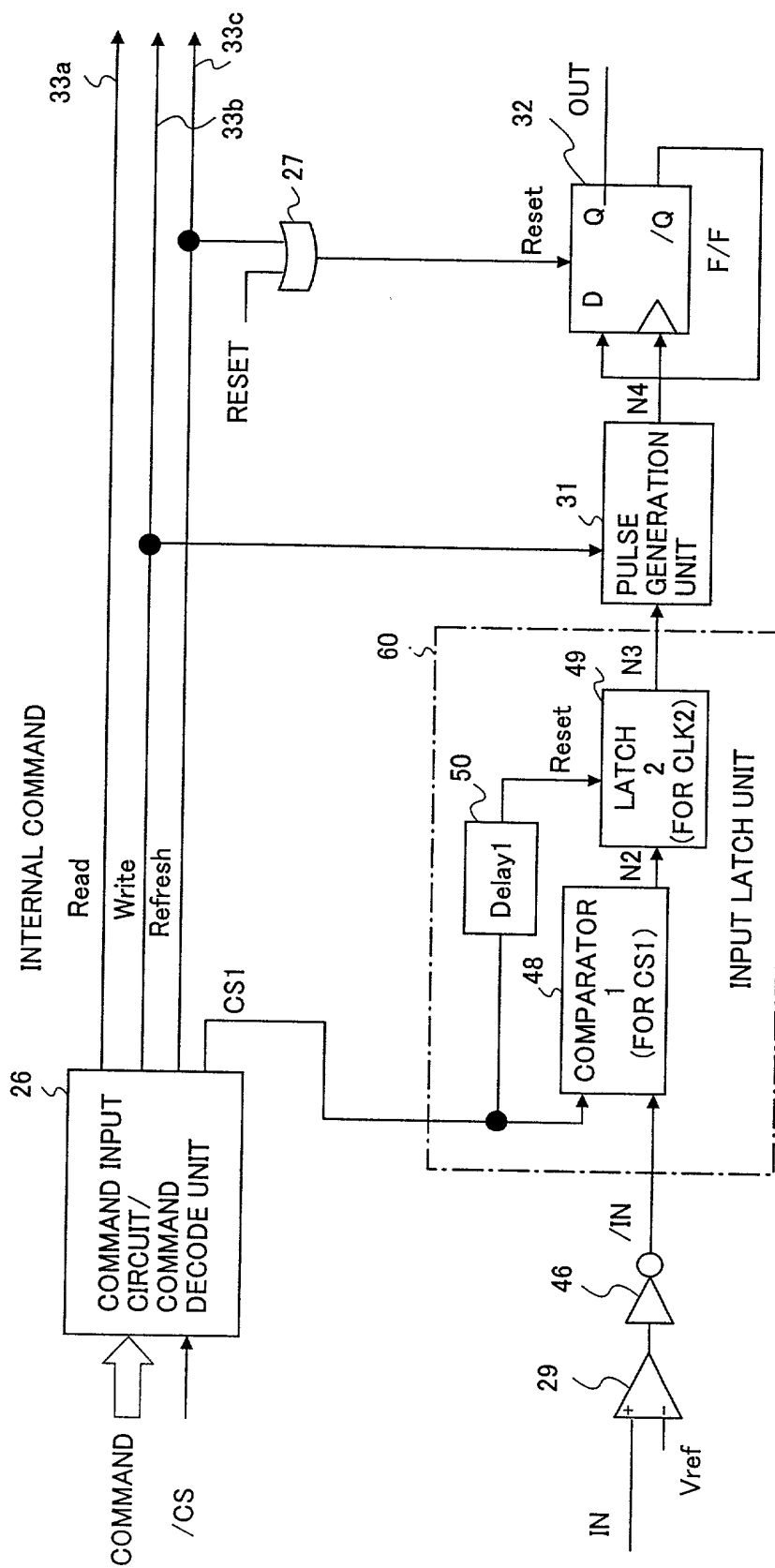


FIG. 10

[illegible]

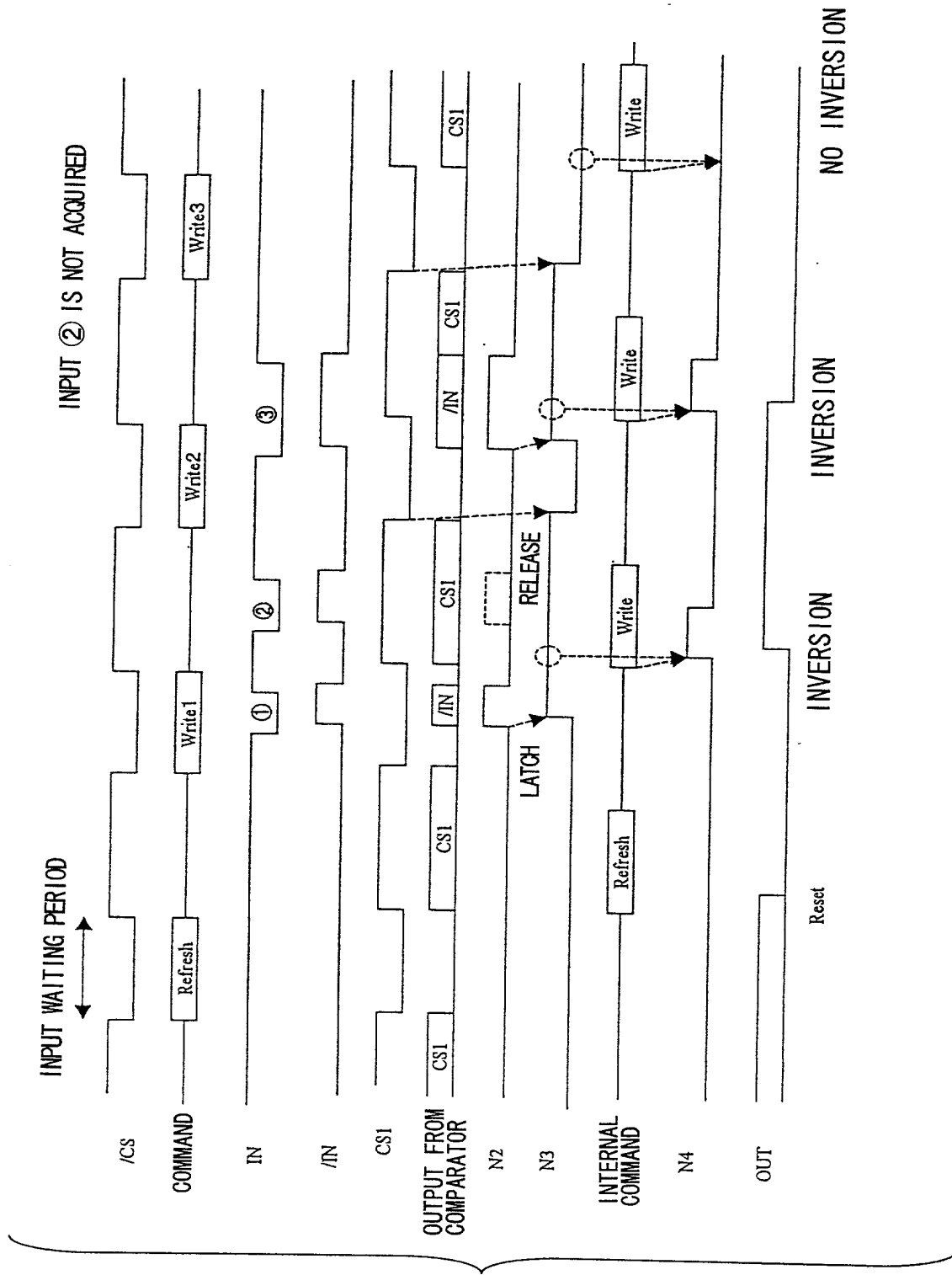
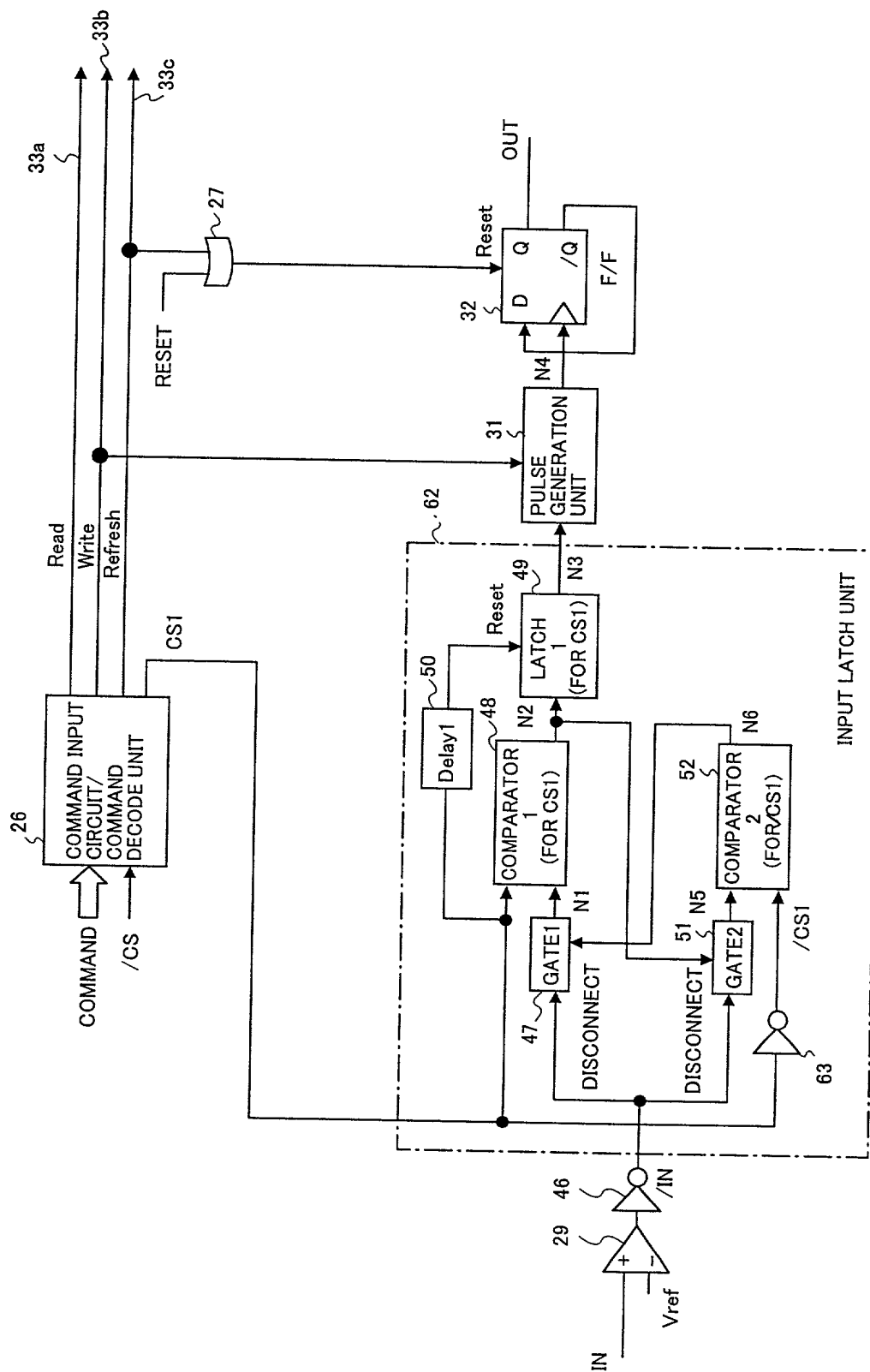


FIG. 12

FIG.13



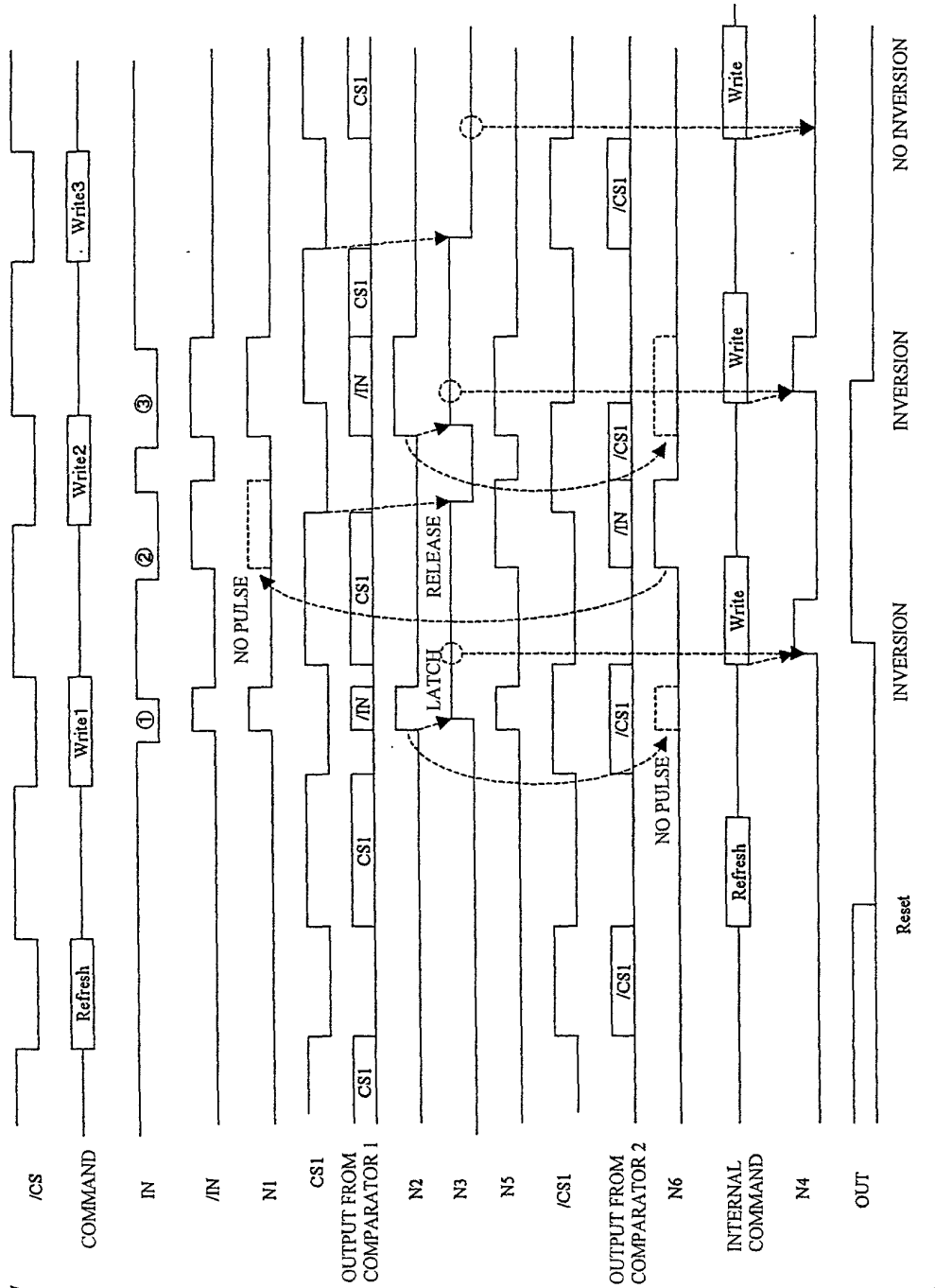
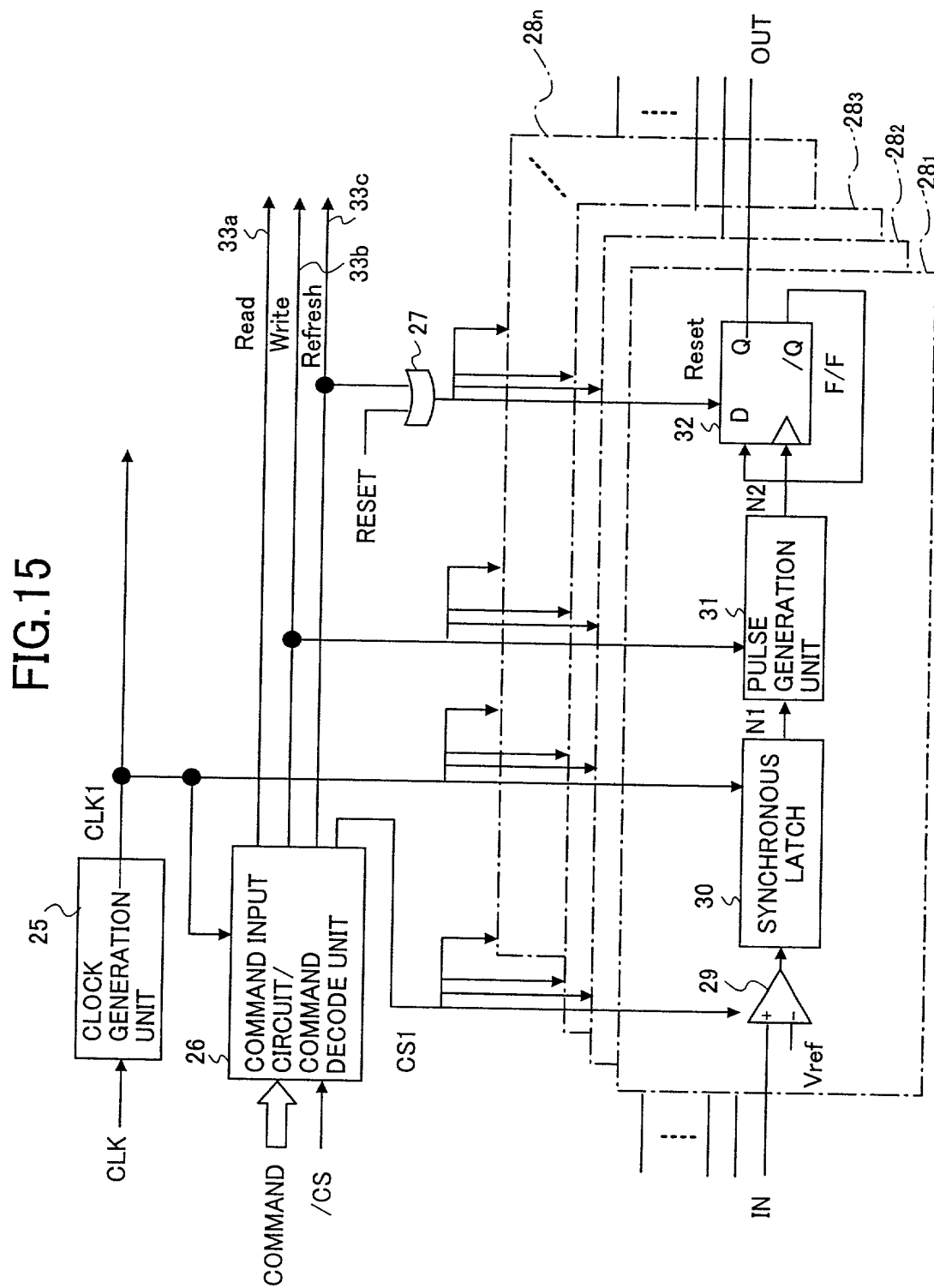


FIG.14



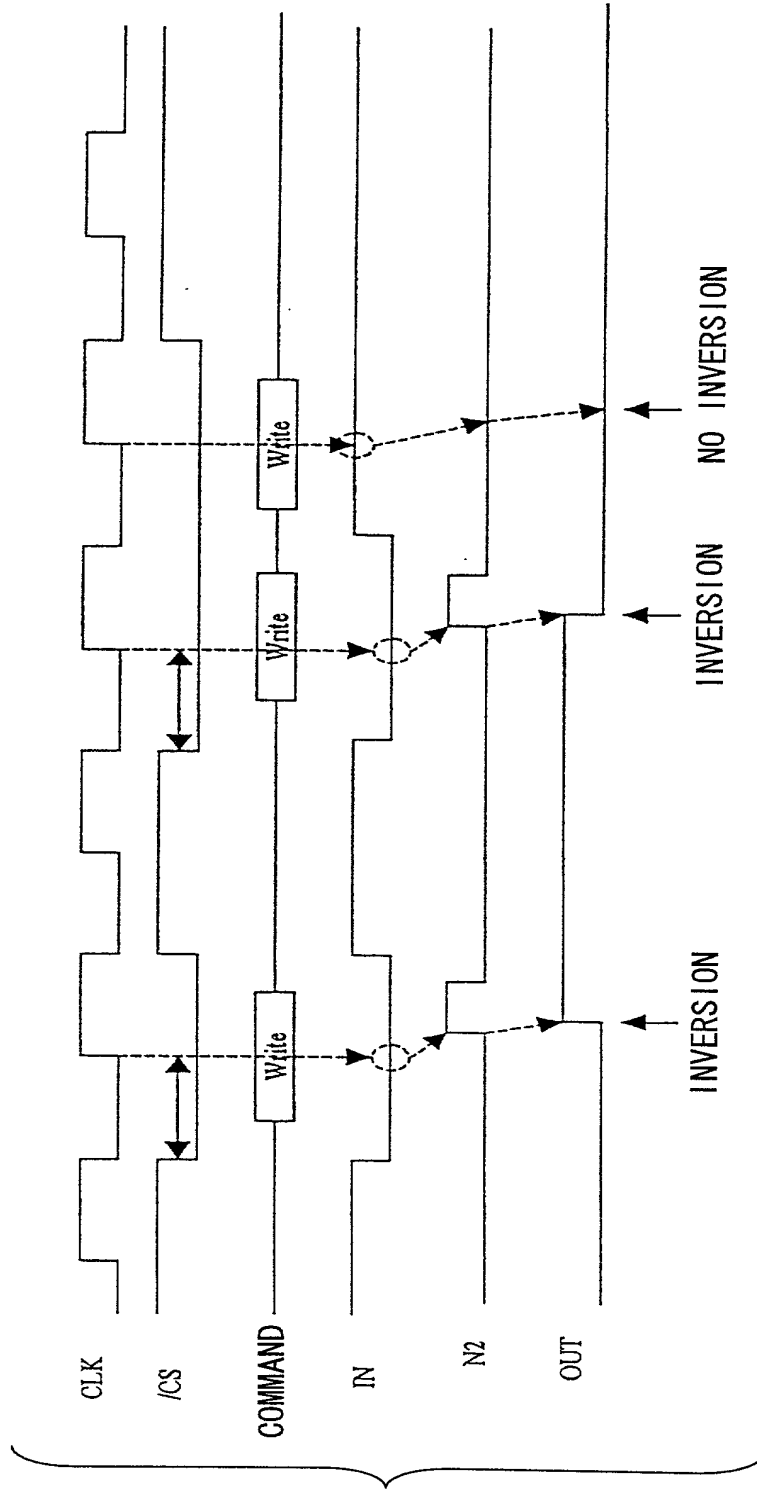


FIG. 16



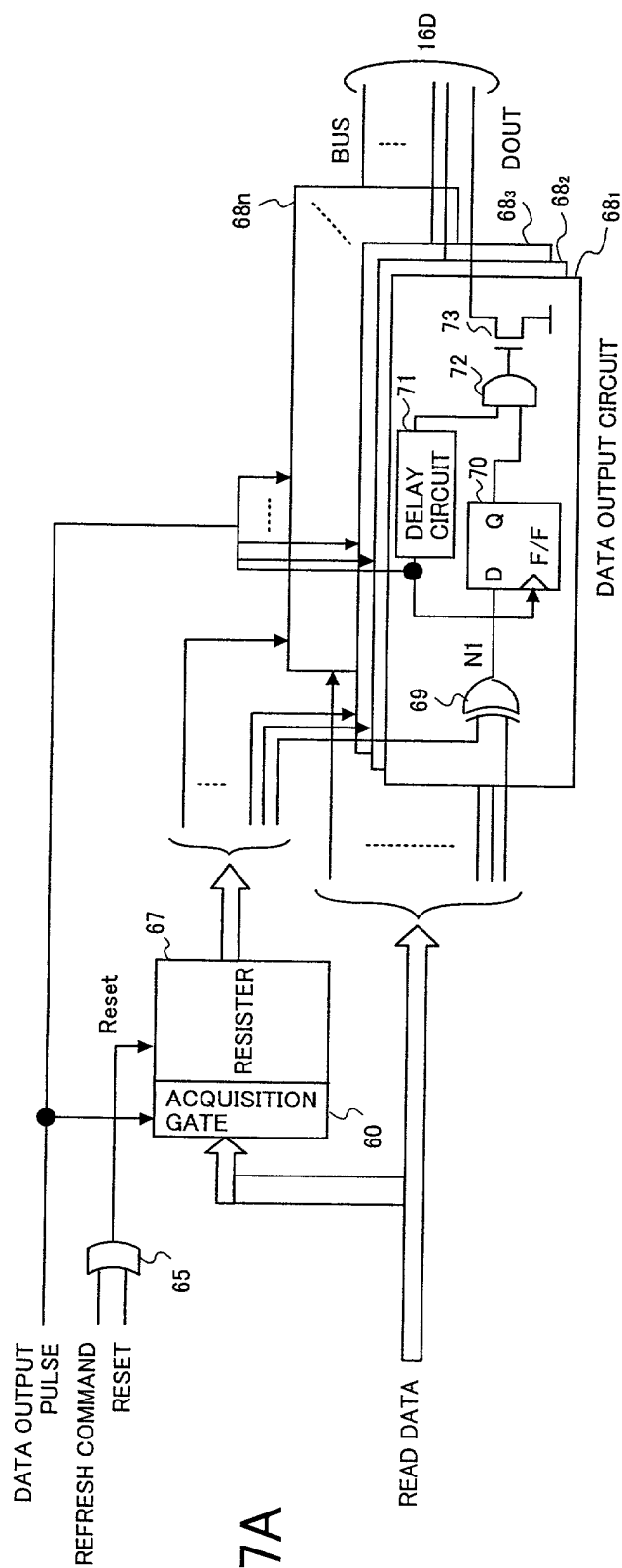


FIG. 17A

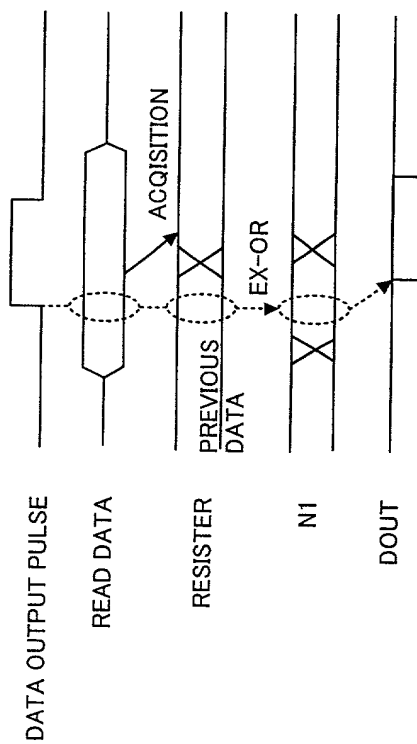


FIG. 17B

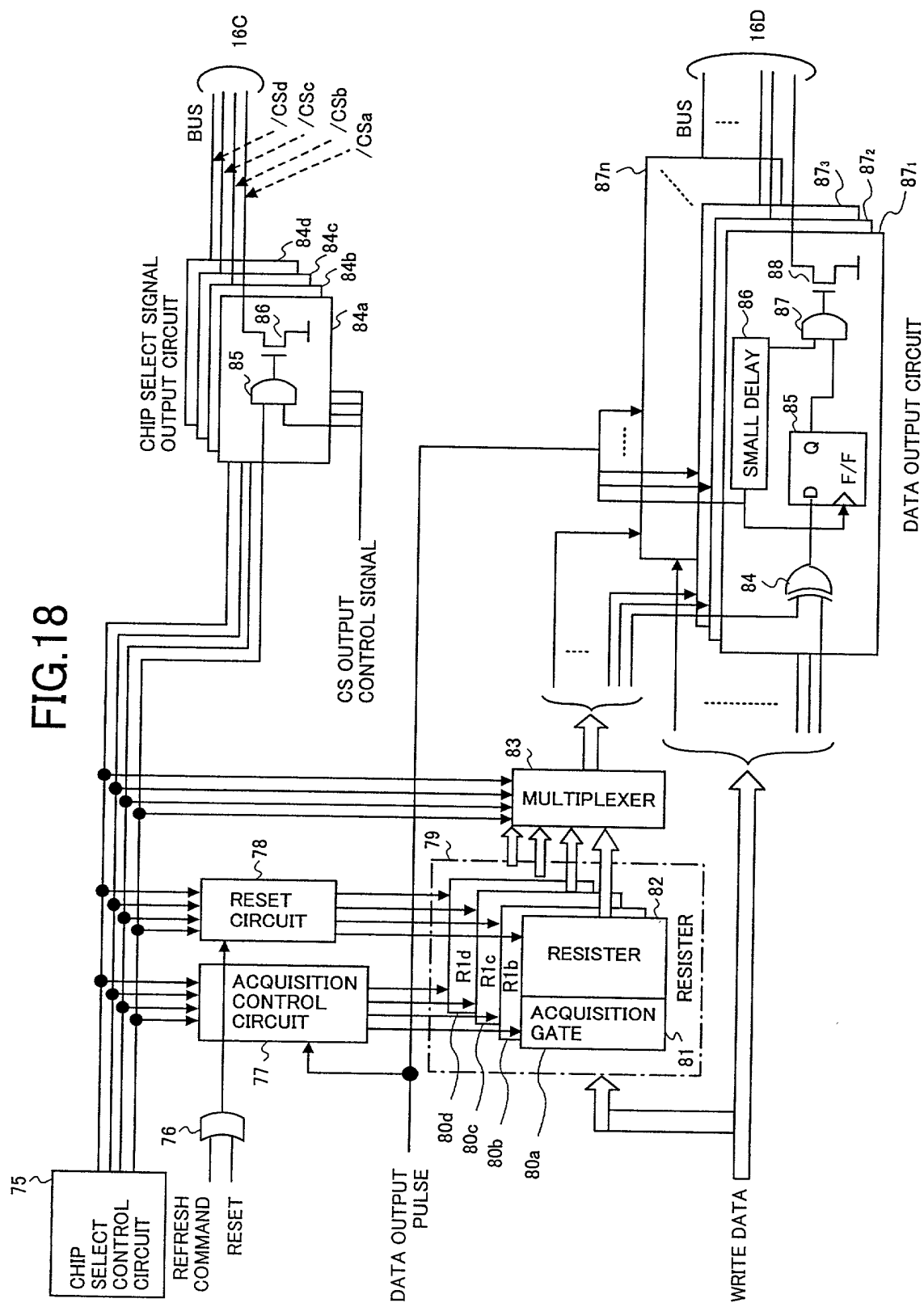
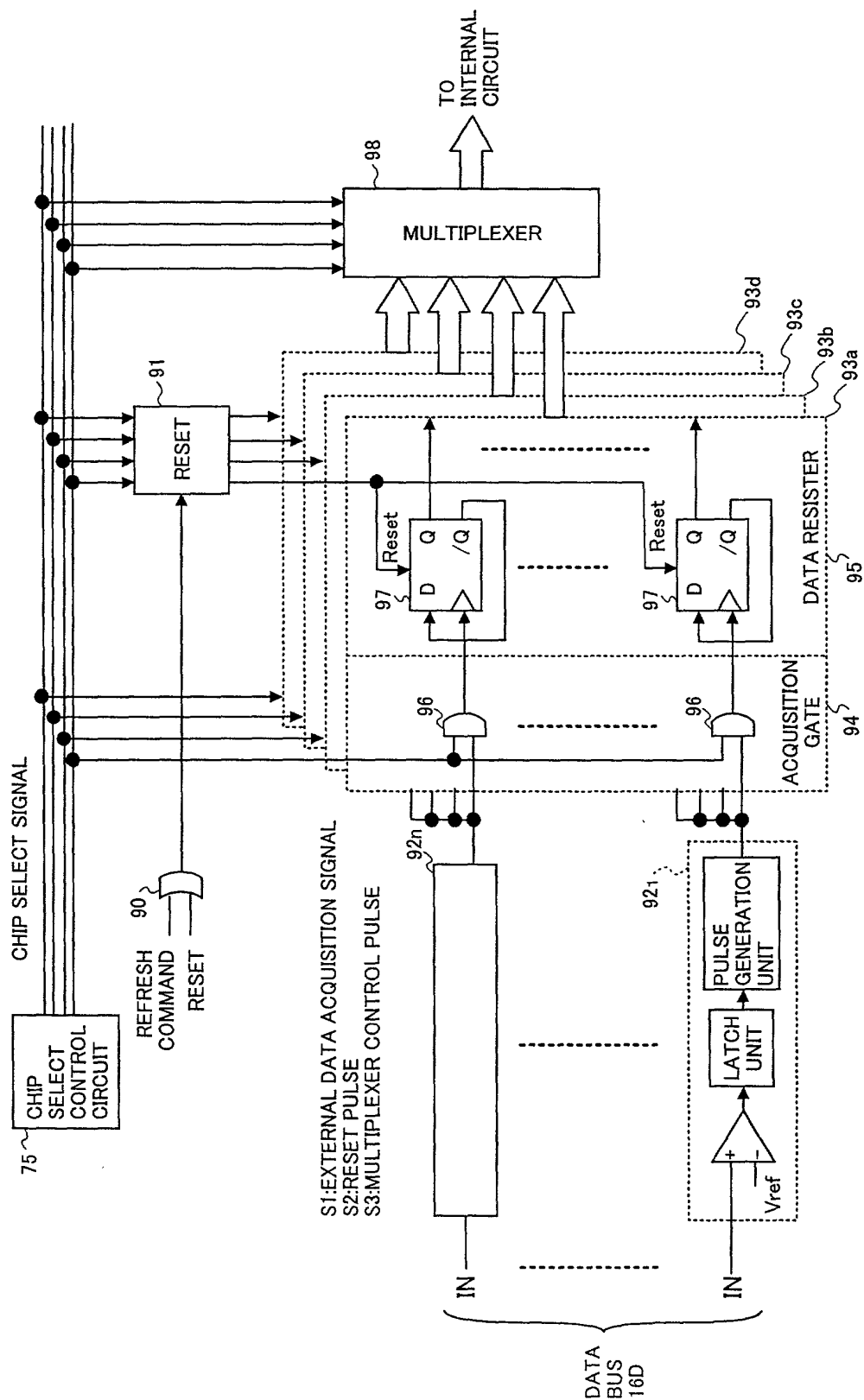


FIG.19



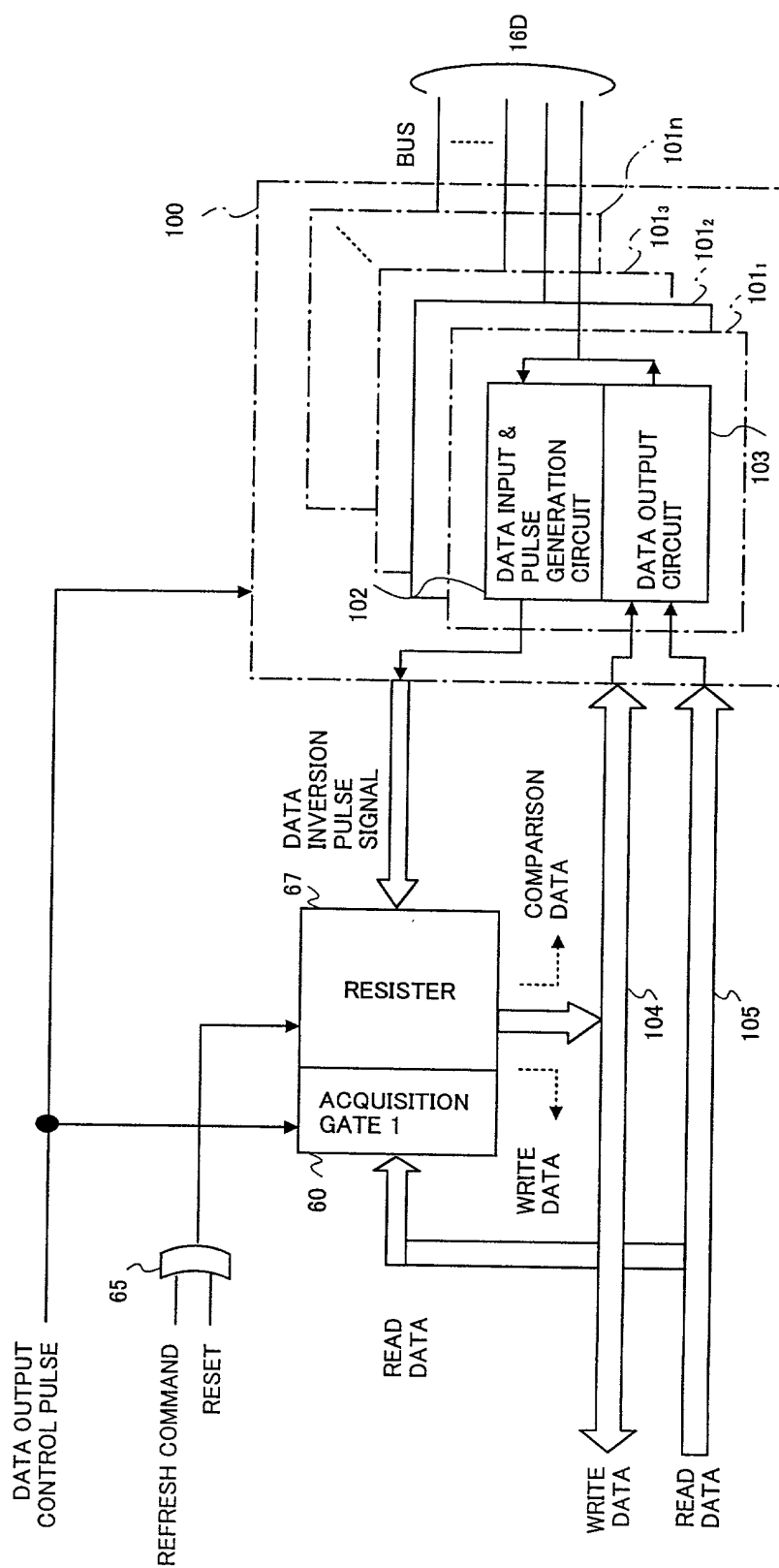


FIG.21

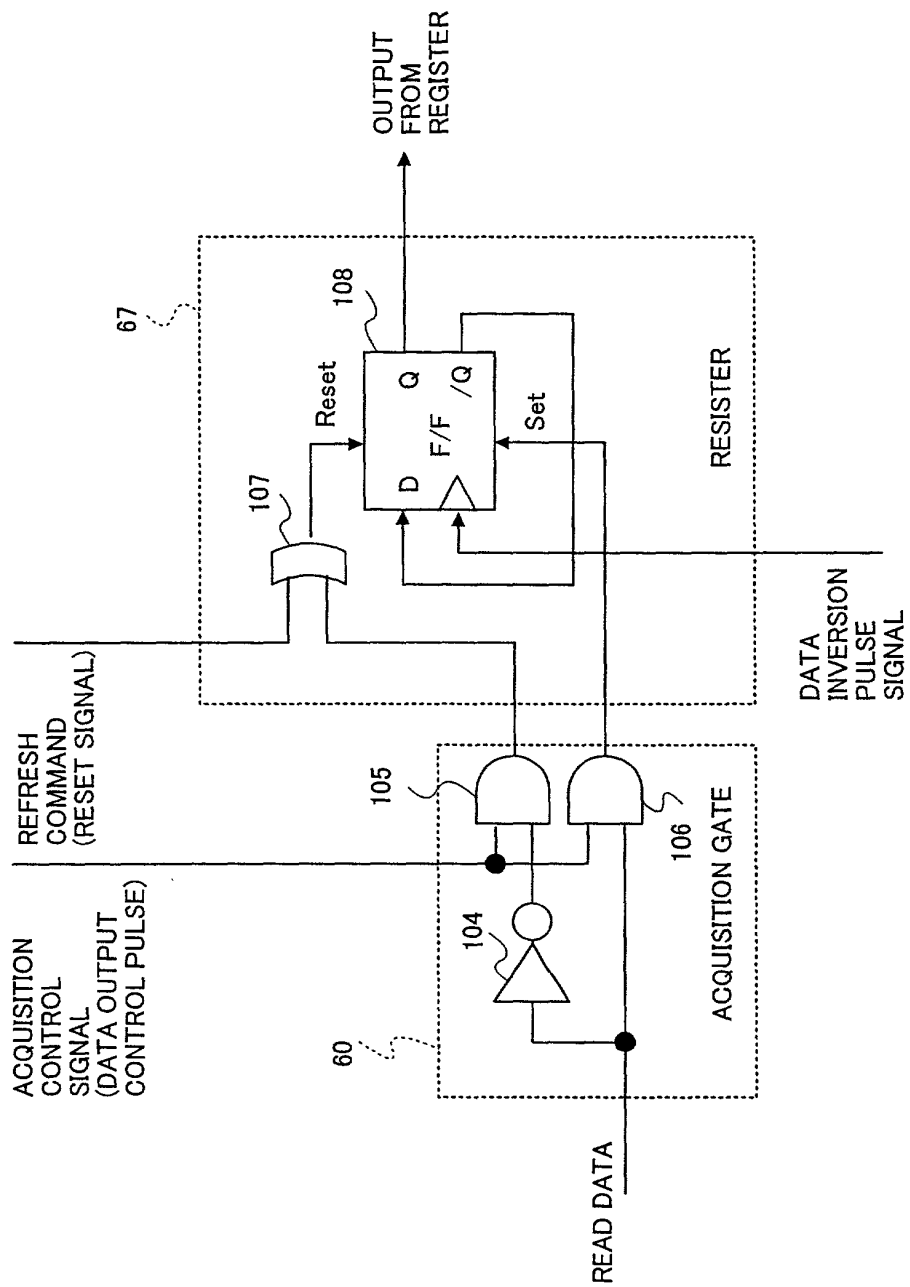


FIG. 22

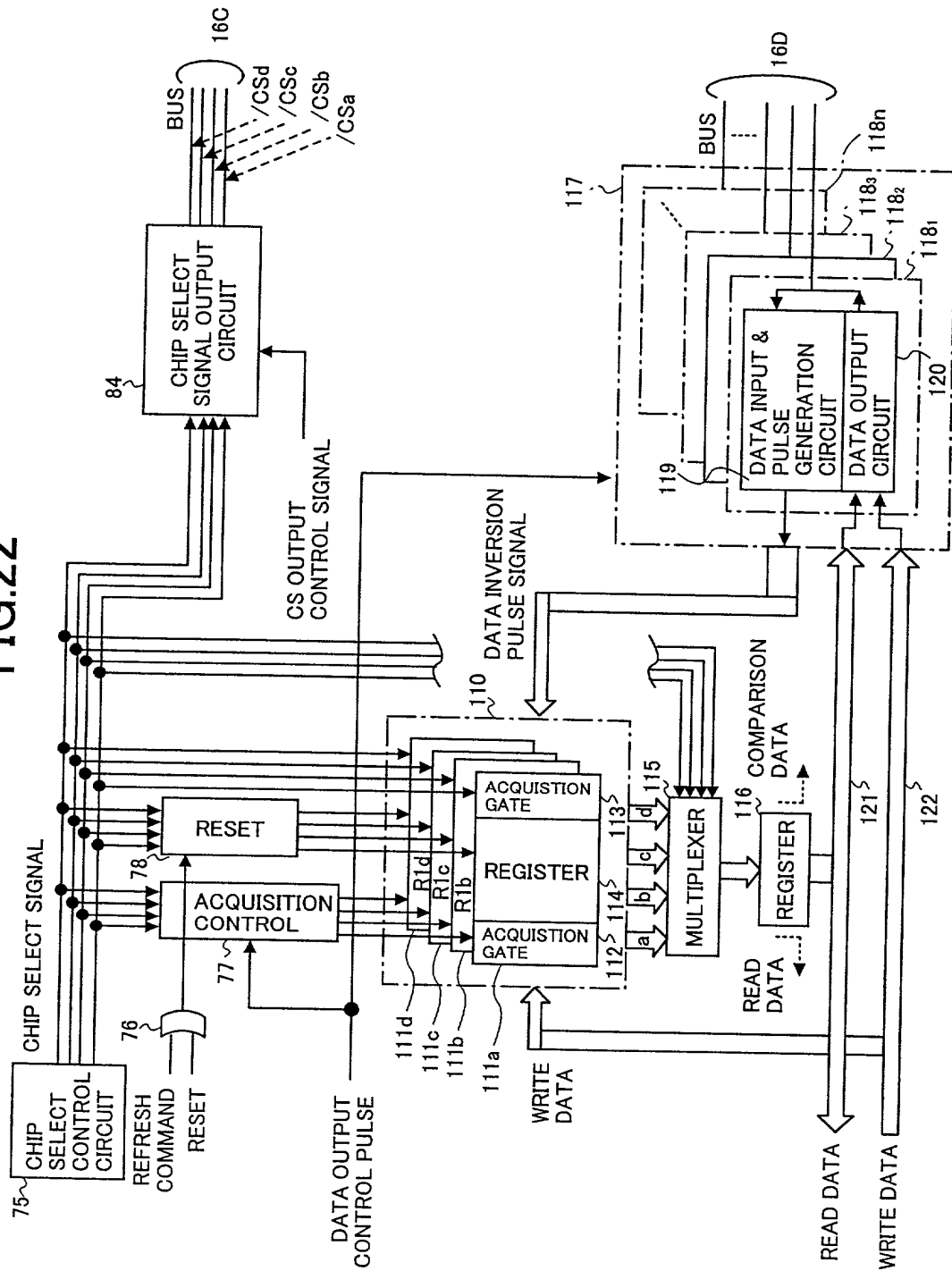


FIG.23

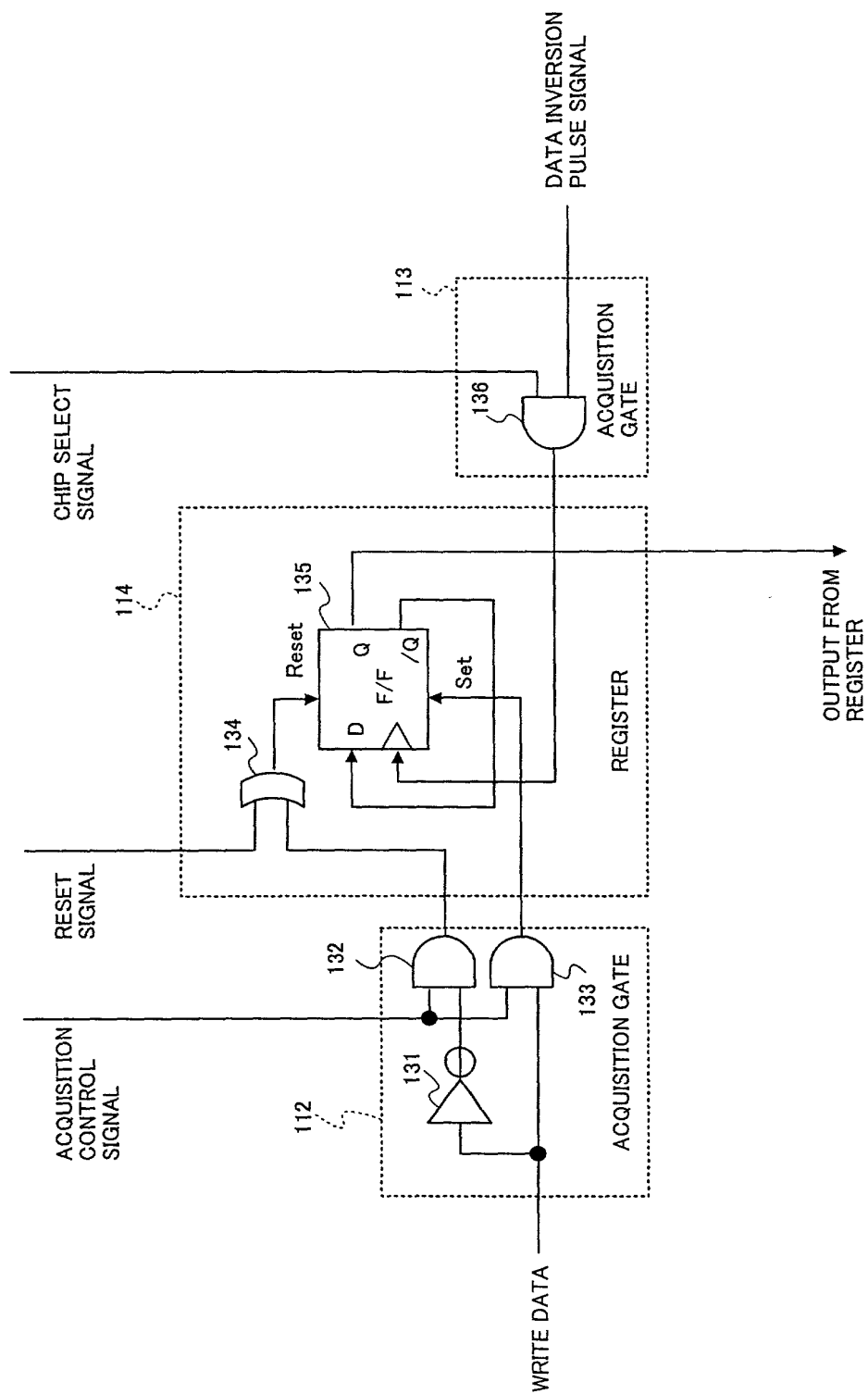
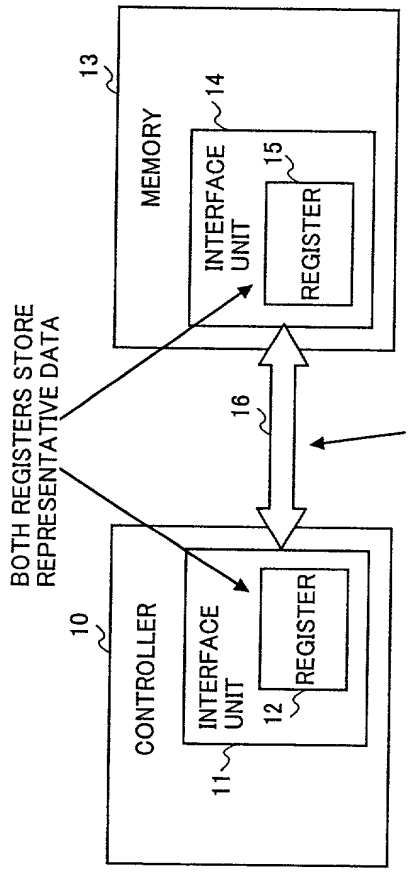


FIG.24A



DATA TO BE TRANSFERRED (INVERTED BITS ONLY)      REPRESENTATIVE DATA IS TRANSFERRED FIRST. THEN SIGNAL INDICATING WHICH BITS ARE TO BE INVERTED IS TRANSFERRED.

FIG.24B

CONTROLLER 10			DATA BUS 16	MEMORY 13
COMMAND	WRITE DATA	REGISTER 12 OF CONTROLLER	DATA TRANSFERRED (INVERTED BITS ONLY)	REGISTER 15 OF MEMORY TO MEMORY CORE
①	WRITE(A) ↓	1011	1011 → 1011(*1)	1011 → 1011
②	WRITE(B) ↓	1010	1011 EX-OR 0001(*2)	1011 EX-OR 1010
③	WRITE(B) ↓	1000	1011 EX-OR 0011(*2)	1011 EX-OR 1000
④	WRITE(B) ↓	0001	1011 EX-OR 1001(*2)	1011 EX-OR 0001
	⋮			

\*1: REPRESENTATIVE DATA IS TRANSFERRED IN RESPONSE TO COMMAND WRITE(A).  
\*2: INVERTED DATA IS TRANSFERRED IN RESPONSE TO COMMAND WRITE(B).



FIG. 25

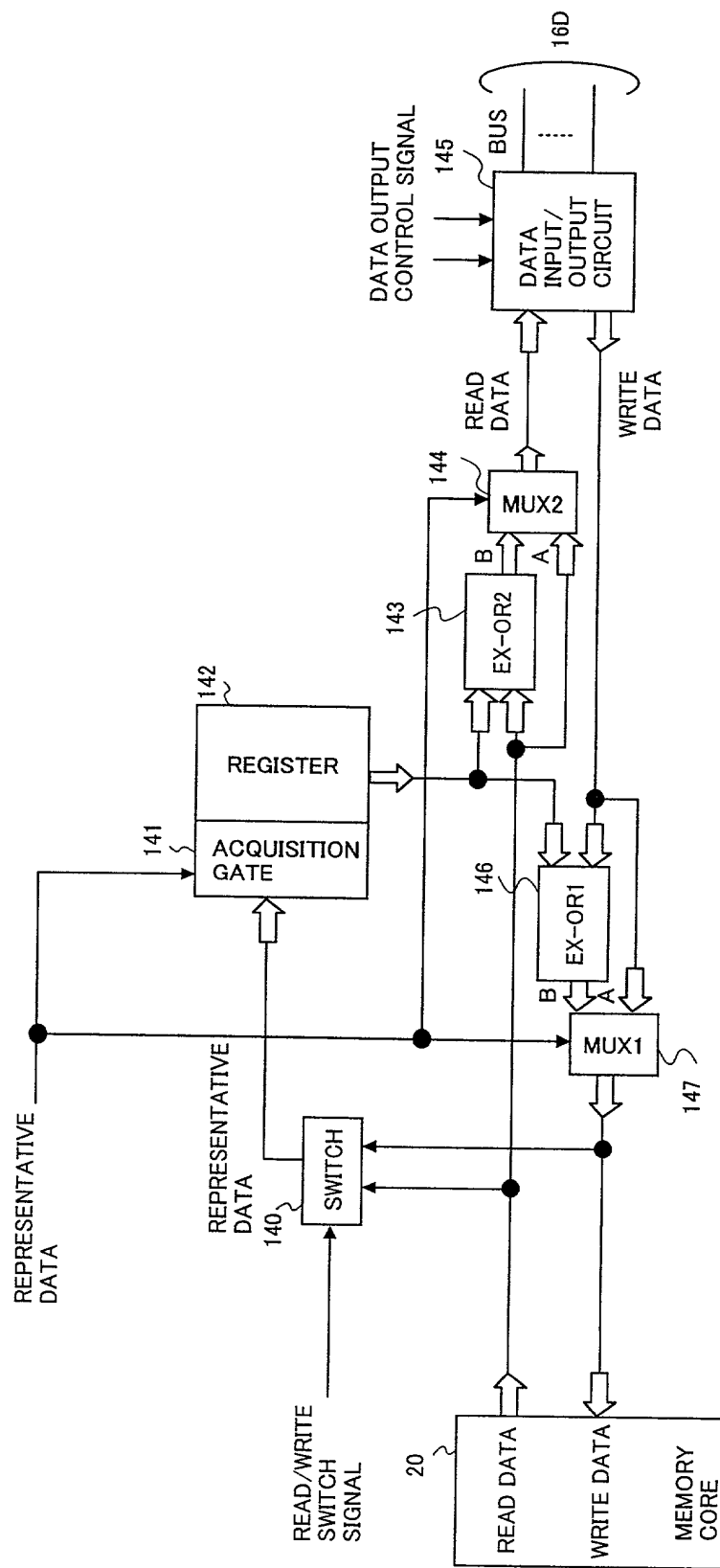


FIG.26

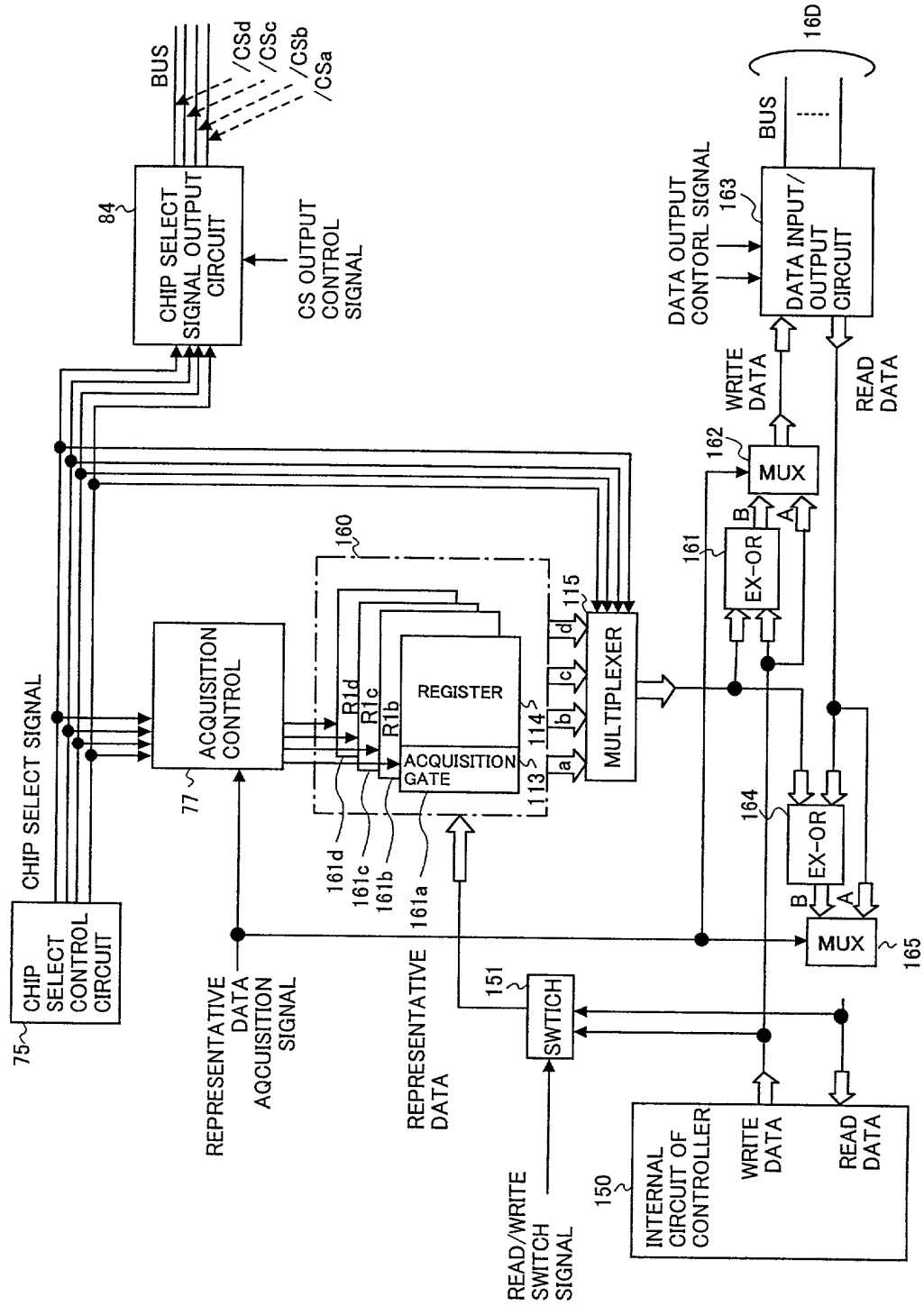
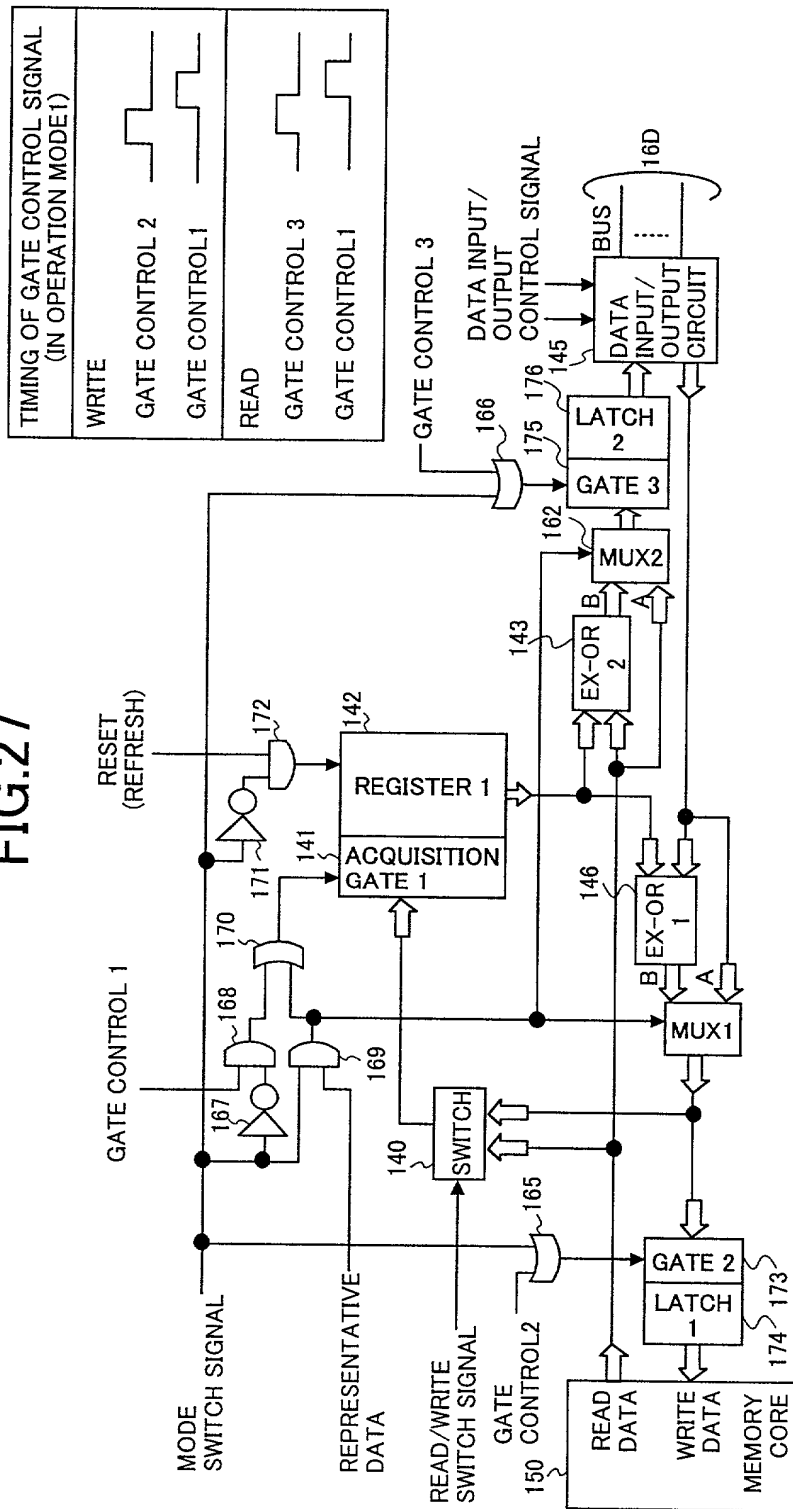


FIG.27



**OPERATION MODE 1 (CORRESPONDING TO FIRST PRINCIPLE)**

MODE SWITCH SIGNAL = LOW  
 ACQUISITION GATE 1: CONTROLLED BY GATE CONTROL 1 SIGNAL  
 MUX1, MUX2: INPUT B IS SELECTED (FIXED)  
 GATE 2: CONTROLLED BY GATE CONTROL 2 SIGNAL  
 GATE 3: CONTROLLED BY GATE CONTROL 3 SIGNAL  
 REGISTER 1 IS RESET IN RESPONSE TO REFRESH

**OPERATION MODE 2 (CORRESPONDING TO SECOND PRINCIPLE)**

MODE SWITCH SIGNAL = HIGH  
 ACQUISITION GATE 1, MUX1, MUX2: CONTROLLED BY REPRESENTATIVE DATA ACQUISITION SIGNAL  
 GATE 2: GATE 3: OPEN (FIXED)  
 REGISTER 1 IS NOT RESET IN RESPONSE TO REFRESH